

AMENDMENTS

In the Claims:

Please amend the claims as indicated hereafter.

1. (Currently Amended) A graphical display system, comprising:
memory for storing a parametric texture map (PTM) and a non-parametric texture map
(non-PTM), the PTM having texels that vary based on a parameter and the non-PTM having
texels that are constant relative to the parameter; and
a texture mapper configured to selectively render, based on one or more criteria, a PTM
version or a non-PTM version of a graphical object, wherein the PTM version is based on the
parametric texture map and the non-PTM version is based on the non-parametric texture
[[map]] map, wherein the texture mapper is configured to perform a comparison between a
threshold and a value indicative of a user's viewpoint.
2. (Original) The system of claim 1, wherein the criteria comprises a distance between
a user's viewpoint and the graphical object.
3. (Original) The system of claim 1, wherein the criteria comprises a viewing angle for
the graphical object.
4. (Original) The system of claim 1, wherein the criteria comprises an amount of
visible surface area for the graphical object.

5. (Original) The system of claim 1, wherein the criteria comprises a level of detail value.

6. (Original) The system of claim 5, further comprising a graphics application configured to generate, based on said level of detail value, primitives defining said graphical object and to transmit said primitives to said texture mapper.

7. (Canceled)

8. (Currently Amended) The system of claim [[7]] 1, wherein the texture mapper is configured to select one of the versions for rendering based on the comparison.

9. (Previously Presented) A graphical display system, comprising:
memory for storing a parametric texture map (PTM) and a non-parametric texture map (non-PTM); and
a texture mapper configured to perform a comparison between a threshold and a value indicative of a user's viewpoint and to selectively render, based on one or more criteria, a PTM version or a non-PTM version of a graphical object, wherein the PTM version is based on the parametric texture map and the non-PTM version is based on the non-PTM,
wherein the value is weighted based on at least two of a group consisting of: a distance between the user's viewpoint and the graphical object, a viewing angle of the graphical object, and an amount of visible surface area of the graphical object.

10. (Currently Amended) A graphical display system, comprising:
memory for storing a parametric texture map (PTM) and a non-parametric texture map
(non-PTM), the PTM having texels that vary based on a parameter and the non-PTM having
texels that are constant relative to the parameter; and
a texture mapper configured to selectively apply, based on one or more criteria, the PTM
or the non-PTM to a pixel of a graphical ~~object~~ object, wherein the texture mapper is configured
to select one of the texture maps and to apply the selected texture map to the pixel based on a
comparison of a threshold and a value indicative of a user's viewpoint.

11. (Canceled)

12. (Currently Amended) The system of claim [[14]] 10, wherein the value is indicative
of a distance between the user's viewpoint and the graphical object.

13. (Currently Amended) The system of claim [[14]] 10, wherein the value is indicative
of a viewing angle for the graphical object.

14. (Currently Amended) The system of claim [[14]] 10, wherein the value is indicative
of an amount of visible surface area for the graphical object.

15. (Previously Presented) A graphical display system, comprising:
memory for storing a parametric texture map (PTM) and a non-parametric texture map
(non-PTM); and
a texture mapper configured to selectively apply, based on a comparison of a threshold
and a value indicative of a user's viewpoint, the PTM or the non-PTM to a pixel of a graphical
object,
wherein the value is weighted based on at least two of a group consisting of: a distance
between a user's viewpoint and the graphical object, a viewing angle of the graphical object,
and an amount of visible surface area of the graphical object.

16. (Currently Amended) The system of claim [[44]] 10, further comprising a graphics
application configured to generate, based on said value, primitives defining said graphical object
and to transmit said primitives to said texture mapper.

17. (Currently Amended) The system of claim [[44]] 10, wherein the non-PTM is
derived from the PTM.

18. (Previously Presented) A computer readable-medium having a program, the program comprising:

logic for determining a value indicative of a user's viewpoint;

logic for comparing the value to a threshold; and

logic for selecting, based on the comparing logic, between a parametric texture map (PTM) and a non-parametric texture map (non-PTM) and applying the selected texture map to a pixel of a graphical object, wherein texels of the PTM are defined by variable expressions and texels of the non-PTM are constant.

19. (Previously Presented) A graphical display system, comprising:

means for determining a value indicative of a user's viewpoint;

means for comparing the value to a threshold; and

means for selectively applying, based on the comparing means, a parametric texture map (PTM) and a non-parametric texture map (non-PTM) to a pixel of a graphical object, wherein texels of the PTM are defined by variable expressions and texels of the non-PTM are constant.

20. (Currently Amended) A graphical display method, comprising:

displaying a graphical object; [[and]]

selectively applying, based on one or more criteria, a parametric texture map (PTM) or a non-parametric texture map (non-PTM) to a pixel of the graphical object, the PTM having texels that vary based on a parameter and the non-PTM having texels that are constant relative to the parameter parameter, wherein the criteria comprises a value indicative of a user's viewpoint; and

performing a comparison between the value and a threshold.

21. (Original) The method of claim 20, further comprising deriving the non-PTM from the PTM.

22. (Canceled)

23. (Currently Amended) The method of claim [[22]] 20, wherein the selectively applying is based on the comparison.

24. (Previously Presented) A graphical display method, comprising:
displaying a graphical object;
selectively applying, based on a value indicative of a user's viewpoint, a parametric texture map (PTM) or a non-parametric texture map (non-PTM) to a pixel of the graphical object;
performing a comparison between the value and a threshold; and
weighting the value based on at least two of a group consisting of: a distance between the user's viewpoint and the graphical object, a viewing angle of the graphical object, and an amount of visible surface area of the graphical object.

25. (Currently Amended) The method of claim [[22]] 20, further comprising:
generating primitives defining the graphical object; and
determining, based on the value, a number of primitives to be generated via the generating.

26. (Currently Amended) A graphical display method, comprising:

displaying a graphical object;

selecting between a parametric texture map (PTM) and a non-parametric texture map (non-PTM) based on a value indicative of a user's viewpoint, wherein texels of the PTM are defined by variable expressions and texels of the non-PTM are constant; [[and]]

comparing the value to a threshold; and

applying, based on the comparing, the selected texture map to at least a portion of a surface of the graphical object.

27. (Original) The method of claim 26, further comprising deriving the non-PTM from the PTM.

28. (Canceled)

29. (Currently Amended) The method of claim [[28]] 26, wherein the value is indicative of a distance of the user's viewpoint and the graphical object.

30. (Currently Amended) The method of claim [[28]] 26, wherein the value is indicative of a viewing angle for the graphical object.

31. (Currently Amended) The method of claim [[28]] 26, wherein the value is indicative of an amount of visible surface area for the graphical object.

32. (Currently Amended) The method of claim [[28]] 26, further comprising:
generating primitives defining the graphical object; and
determining, based on the value, a number of primitives to be generated via the
generating.

33. (Previously Presented) The method of claim 26, wherein the expressions vary
based on light position.

34. (Previously Presented) The system of claim 1, wherein the parameter is light
position.

35. (Currently Amended) The method of claim 20, A graphical display method,
comprising:
displaying a graphical object; and
selectively applying, based on one or more criteria, a parametric texture map (PTM) or a
non-parametric texture map (non-PTM) to a pixel of the graphical object, the PTM having
texels that vary based on light position and the non-PTM having texels that are constant relative
to the wherein the parameter is light position.